

## INTERIOR FINISHES

### WHEN TO CONSIDER

NEEDS ASSESSMENT	NO	SCHEMATIC DESIGN	YES
MASTER PLANNING	NO	DESIGN DEVELOPMENT	YES
PROJECT STATEMENT	MAYBE	CONSTRUCTION	
ARCHITECTURAL		DOCUMENTS	YES
PROGRAMMING	YES	CONSTRUCTION	DONE

NO-Need not consider.  
MAYBE-This system may be considered.  
YES-This system should be considered.  
DONE-This system should have already been considered.

### DESCRIPTION

Interior finishes serve three purposes:

- Allow for maintenance and clearing of surfaces.
- Protect materials from weather and physical abuse.
- Improve aesthetics of the final product.

Amounts spent on finishes can vary greatly, depending on how much money you have in your first-cost budget, how much you can afford to invest-to offset future maintenance and repair costs, and how much you can spend to make the environment more appealing to the inhabitants.

Finishes usually are the last thing "designed" or specified and often are not essential to the operation of a facility. Consequently, they are often subject to drastic cuts to bring a project back within budget during later phases (construction documents or redesign if bids come in over budget). This happens when too much of the budget has already been committed to other building systems which are more difficult to cut during the eleventh hour.

**The goal of any well-managed project should be to complete the project with the desired finishes which create the sought-after operating environment.** The only way to achieve this when you have a limited budget is to control the costs of all systems which precede the finishes.

### RELATIONSHIP TO OTHER SYSTEMS

Finishes protect other project components and make them aesthetically appealing. Metals must be painted to prevent rusting; gypsum board needs to be pointed to be cleaned; the kitchen floor may require tile or another surface to be cleaned and protected from organic acids in foods. Types of finishes required to complete floor, wall or ceiling systems should be considered when the substrate material

is selected. Finishes applied to a substrate will determine the true final cost of the complete system.

## **ALTERNATIVES**

The attached matrices for floor, wall and ceiling finishes represent the most common choices. The volume of information required to even begin discussions of each of these alternatives precludes its inclusion in this Handbook. Ranking of each material by cost and properties depicts those materials as commonly used in commercial applications. Any materials could be specified to increase the cost from a typical commercial application by as much as 100 percent. It is important to have someone who is familiar with market costs review the materials specifications.

For example, sealing masonry or concrete can be done for less than \$.50 - .75 per square foot, whereas thin-set quarry tile will cost close to \$10 - 15 per square foot - a 5,000 percent difference in cost. Although this may be an extreme example, just imagine the cost impact if your floor, wall and ceiling finishes were all specified as top-of-the-line products.

Floor Finishes Matrix

		ALTERNATIVES									
		QUARRY TILE THICK SET	QUARRY TILE THIN SET	CERAMIC TILE TERRAZO	FLUID APPLIED GRANULAR FLOORING	CARPETING	SHEET VINYL	VINYL COMPOSITION TILE	EPOXY PAINT	SEALED CONCRETE	
CRITERIA	COST	LOW			●						●
		MEDIUM			●	●	●	●	●		
		HIGH	●	●		●					
	CLEANABILITY	LOW									
		MEDIUM					●				●
		HIGH	●	●	●●	●		●	●	●	
	DURABILITY	LOW									
		MEDIUM		●			●	●	●	●	●
		HIGH	●	●	●●	●					
	SCHEDULE	SLOW	●	●	●●						
		MEDIUM			●	●					
		FAST					●	●	●	●	●

Wall Finishes Matrix

		ALTERNATIVES						
		CERAMIC TILE	WALL FABRIC	EPOXY PAINT	ENAMEL PAINT	LATEX PAINT	SEALER FOR CONCRETE & MASONRY	
CRITERIA	COST							
	CLEANABILITY							
	DURABILITY							
	SCHEDULE							

Ceiling Finishes Matrix

		ALTERNATIVES							
		PAINT	EPOXY PAINT	ENAMEL PAINT	2X4 EXPOSED GRID ACCOUSTICAL TILE	2X2 EXPOSED GRID ACCOUSTICAL CEILING	CONCEALED SPLINE ACCOUSTICAL CEILING	SUSPENDED METAL PANELS	
CRITERIA	COST	LOW	●		●	●	●	●	
		MEDIUM		●	●	●	●		
		HIGH							
	CLEANABILITY	LOW	●	●	●	●	●	●	
		MEDIUM						●	
		HIGH							
	DURABILITY	LOW	●	●	●	●	●	●	
		MEDIUM							
		HIGH							
	SCHEDULE	SLOW			●	●	●	●	
		MEDIUM							
		FAST	●	●					